


THE GAME

SIX PLAYERS

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(ISABELLA M. ALDEN.)
**Frances Hodgson
 Burnett.**
 That Lass o' Lowrie's,
 Little Lord Fauntleroy,
 Haworths.

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Isabella M. Alden.
 FRANCES HODGSON BURNETT

Four Girls at
 Chautauqua,
 Household Puzzles,
 Ester Reid.

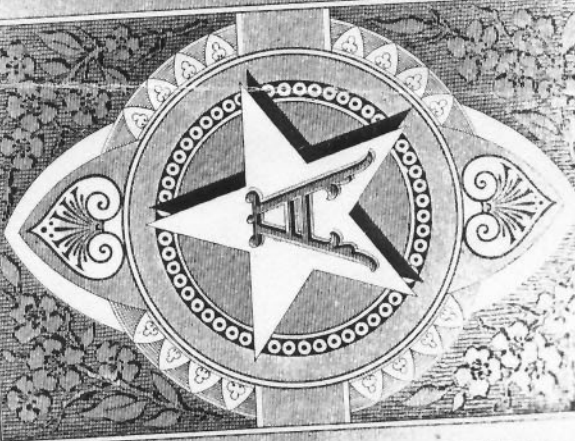
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fellow (portrait), Whittier (portrait), and Whittier's Works.

Instead of calling for these as enumerated, he would say. "Give me the Author of 'Hiawatha'?" or he could name either of the other two books found among Longfellow's Works. The one called upon would then give him the portrait card of Longfellow.

For Whittier (portrait), he would call in the same way. "Give me the Author of 'In War Times,' or 'Maud Muller,' or 'Snow Bound,' naming of course but one of the three books.

For the card known as the Works of Whittier (the one without the portrait), he would simply say. "Give me 'Maud Muller,'" or, Give me "Snow Bound."

This method of calling presupposes more or less knowledge of the titles of the fifty-four Works enumerated on the cards, and will certainly make the players familiar with them.

DIRECTIONS FOR PLAYING IMPROVED STAR AUTHORS.

DOUBLE PACK.

A great want has long existed for a game of Authors, in which a larger number of books are enumerated. Sixteen Authors and forty-eight titles are the usual number heretofore introduced into a single game of sixty-four cards.

The present game comprises thirty-six portraits, and *one hundred and eight* titles of books, and, in addition to the ordinary methods of play, affords a game based on a knowledge of titles, which will be very acceptable to people of literary tastes.

This game therefore presents three varieties in play:

- 1.—The ordinary game of Authors.
- 2.—The Star system of Authors.
- 3.—A New Literary Game of Authors.

THE STAR SYSTEM OF AUTHORS.

One of the great advantages of this system is the method by which the cards are numbered. The numbers are placed in Stars and Circles, giving different and variable values to the Books, according to the order in which they are collected. This is brought about by the use of Sequences, one of the most popular and exciting features of the leading card games of the country.

TERMS USED.

BOOKS.—A book consists of four cards, two with portraits of Authors, and two bearing the titles of their works. The name of the Author, whose portrait or works may be necessary to complete a book—a card of which is held by any player—will be found in smaller black type in parentheses. The cards of a book are always numbered in rotation.

CIRCLE SEQUENCES.—Any two books whose cards are numbered in rotation, the numbers being inserted in Circles.

STAR SEQUENCES.—Any two books whose cards are numbered in rotation, the numbers being inserted in Stars.

MIXED SEQUENCES.—Any two or more books whose cards are numbered in rotation, and whose numbers are inserted in both Stars and Circles.

DIRECTIONS FOR PLAYING.

The dealer shuffles the cards, and deals them one at a time to each player in turn, until all are given out.

The players then arrange their cards in numerical order. If a complete Book or Sequence is found, it may be laid face downward upon the table beside its owner, to be counted for game at its completion.

The player on the left of the dealer then opens the game, by calling upon *any* other player for any card that will aid him in the completion of a Book or Sequence.

If successful, he continues calling, and from any one he pleases, as long as he gets the card called for. If he fails in any case to get the desired card, the turn passes to the

left, or to the one of whom he last called, as players may elect at the beginning of the game.

The caller always determines the name or title of the card wanted, either by the name of the Author at the top or by the one printed in smaller black type. These two titles give the names of the two Authors who with their respective works form a Book.

For convenience in play, the works of an Author are enumerated upon two cards. The one with the portrait is the Author card, the one without is the card of his works. When a player calls for an Author he receives a portrait card; when he calls for an Author's works he receives the one without a portrait.

NOTE.—If players will take any eight star or circle cards numbered in rotation, and examine the first four, or the last four of the set separately, the method of forming a Book will be seen at a glance.

As the cards of a book are always numbered in rotation, the numbers used being those forming the multiples of four, as: 1, 2, 3, 4; 5, 6, 7, 8; and 9, 10, 11, 12; these numbers will aid the players in collecting Books.

When a player completes a Book or Sequence he lays it upon the table face downward.

Players can only call for cards of Books of which they hold one or more cards. Should a player call for a card which he already holds, that card is forfeited to the person of whom it was called.

When all the cards have been formed into Books and Sequences, the game is ended, and each player counts to see who has the largest value.

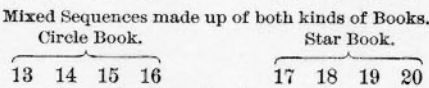
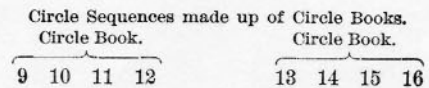
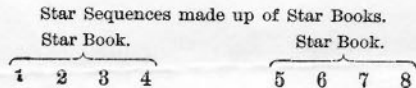
The count is as follows:

For each Book 2 points.
 For each Circle Sequence, extra 2 " "
 For each Star Sequence, " 4 " "
 For each Mixed Sequence,
 for each Book it contains " 1 " "

The largest count wins.

NOTE.—Players can lay down upon the table, separately, the Books of any Sequence, and count for the Sequences they form at the end of the game.

ILLUSTRATION OF SEQUENCES.



A player holding Books numbered from 1 to 16 would count as follows:

For four Books 8
 For Star Sequence—1 to 8 4
 For Circle Sequence—9 to 16 2
 For Mixed Sequence—1 to 16 (four books) 4

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THE OLD METHOD.

Deal the cards one at a time, as equally as possible.

The players then arrange their cards in the order of the numbers. Any Books held can be laid upon the table.

The player on the left of the dealer begins the game, by calling upon any other player

for any card belonging to a book, a portion of which he holds.

If he obtains the card asked for, he may call upon any one of the party for another, and continue calling until he fails to get one

The turn to call then passes to the next left hand player.

The game is ended as soon as all the cards have been gathered into Books, and the player having the largest number of Books wins.

THE LITERARY GAME OF AUTHORS.

This game differs from the others, in the method of gathering the cards into Books. The cards of a Book are always the same, and the difference in the game consists in the change in the method of calling. This can best be shown by illustration.

Suppose a player holds one card of the first Book of the pack, viz: Card No. 2 or Longfellow's Works. The three cards necessary to complete this Book are Long-